

# Y&C

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4 FREE GAMES!!! Can you believe it? Ygg YC shows its bounty with yet another collection of mega games from Commodore Disk User. You may recognize a few of them but there can be no doubt that they're the best you'll get on the front of ANY magazine. If this isn't value for money, what the hell is?

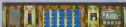
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Two of the YC team go down to the South Seas and have around for a few hours in one of Land on a Festival tourist attractions. We even get interviewed by Bruce Morrison and the most exciting thing Jeffrey did was to eat a whopping big ice cream. erm... Loosen up team, loosen up!



**MONTY PYTHON'S FLYING CIRCUS** - It's a scary thing in this horrendous game based on the original comedy programme to ever appear on British TV, you get to play first a man with a harp on his back, then a fish with a harp on its back, then a bird with a harp on its back... How we know what Monty's "Flying Circus" was all about. Politically correct? Never say!



**TIME MACHINE** - I love it, it's great fun, and The Professor says, "The game's top. I mean everything I love. The only trouble is that I have big holes in some things whenever I look at Time Machine. Don't, I think of you in Budgets. Right now, team."

## REGULARS

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Do you have the "reveling"? Of course they do, thanks!

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# FLIMBO'S *Quest*

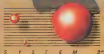


Take our lovable character, Flimbo, add a very broken heart, a pinch of heroism and our deftly drawn level designs.

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**FLIMBO'S SERIOUSLY DETERMINED, BUT  
OH SO SERIOUSLY CUTE...!**

ACTUAL GAME SCREENSHOTS



# But First This..

September 1993  
(On sale August 24)

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Subscription rates are £25.40 UK (inc. NM post free), £31 Europe, £31.20 Middle East, £34.30 Far East, £35.40 (or £26.40 USA) Rest of the World. Annual Rates or request from YC Subscriptions Department, Baker Communications Ltd., 8 River Park Estate, Reigate, Surrey, Surrey RH1 1PW, UK. Telephone (0181) 877 8111. Also see *SoftScene Publications*, 4214 West 25th Street, Temecula CA, 92592 USA.

Copyright © Andrew Payne, Southampton

Distributed by BFI Distribution, 8 Lymington Court, Greenwich, London SE18 3PS. Telephone (0181) 877 8111

Given by Chris Smith

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ISSN 0264-4377

It was quite amusing to read in a certain other rag claiming to do **Comix** #4 review that we're "dead", kaput, no more, that we have ceased to be. I know that we missed an issue on the shelves but that doesn't mean that you're pushing up the daisies, does it? Does that mean that if I miss foaky meaning one Sunday I should be cremated or buried or something? Well, you know what they say about chickens and hatching and all that. A case of foot-in-mouth malpractice.

Well g'days to paper and on to lighter things. The new look YC gets more and more funky, and has everything that a Comix #4 cover could want, ie games, parties and more games, but you know that already, do you not, John?

The best news is that we're still leading water and when we have learned to do our ten million stagg paddle, then you're in for some hot gooey stuff.

But pulling my serious cap on for a moment, another point I'd like to put my grubby finger on is the subject of software piracy. Don't do it! It's not fair for someone, anyone, to take money out of the mouths of programmers, development teams, jobsites, and even the largest of software houses. Copyright is gone, and so is TyneSoft, and God only knows how many more will lose the dust if the disease carries on for much longer. And anyway for every game that you rip-off, the less money there is to be spent on the next release, thus making for a poorer product. We all lose at the end. Be sensible, robbery is robbery, no matter what sort your shades are.

That's it for now. I'll catch ya at the show (the **GDG**) in September, probably I'll be the one hanging around **FWTS** (and to be drunk), until then hang loose.

*Rik Henderson*



# WHAT'S CHILLIN' AT VIRGIN

Forget the other charts. London's West End is where it's happenin', and YC and Virgin Games Centre bring you the hottest in box moving info.

## TOP 10 CASSETTES

1. Vendetta (System 3)
2. Turrican (Rainbow Arts)
3. Flimbo's Quest (System 3)
4. Int. 3D Tennis (Palace)
5. Klax (Domark)
6. Kick Off 2 (Amos)
7. Tetris (Mastertronic)
8. World Cup 90 (Gems)
9. Pizzeria (Entom)
10. Emily Hughes' Int. Soccer (Audiogenic)

## TOP 10 DISKS

1. Champions of Krynn (SSI)
2. Int. 3D Tennis (Palace)
3. Vendetta (System 3)
4. Escape from the Planet of the Robots Monsters (Domark)
5. Emily Hughes' Int. Soccer (Audiogenic)
6. Flimbo's Quest (System 3)
7. Die Hard (Activision)
8. Gunship (Microprose)
9. Impossible (Gremlin)
10. Storm Across Europe (SSI)



## OVERALL CHART

1. **Vendetta (System 3)**  
Beat-'em-up cum arcade adventure-cum driving sim, and stonking it is too!
2. **Int. 3D Tennis (Palace)**  
Superlative tennis sim with more options than a YTS.
3. **Champions of Krynn (SSI)**  
Role Playing masterpiece based on the Dragonance books.
4. **Flimbo's Quest (System 3)**  
Absolutely stunning cutesy game! Booleevinggg!
5. **Emily Hughes' Int. Soccer (Audiogenic)**  
Ancient footy game, still the best of it's kind.
6. **Turrican (Rainbow Arts)**  
Loads of exploring and shooting and things in the immensely playable game.
7. **Klax (Domark)**  
Brilliant brick building, blimey!
8. **Kick Off 2 (Amos)**  
Sequel to THAT game, and okay if you're really into soccer.
9. **Tetris (Mastertronic)**  
More brilliant brick building, timing fix!
10. **Gunship (Microprose)**  
Yonks old chopper sim, hee hee!



The 'What's Chillin' at Virgin' C64 chart is exclusively compiled for YC by Virgin Games Centre, 100 Oxford Street, London W1. Tel (071) 637 7911.

## 5 INCREDIBLE GREMLIN FACTS



1) The big, green and 'variable' Gremlin hatch from rather cute, small and awfully cuddly Mogwais. In order to prevent this you must follow these rules. Never expose them to sunlight (or else they melt into a



egggy meat), never get them wet (or they multiply), and never,



near feed them after midnight.

• 2) They have now appeared in two movies and there is already a third one planned.

• 3) Both films were directed by Joe Dante, who is also known for his direction of *The Grease*, *Inner Space*, and a rather nasty horror movie called *The Howling*. He is currently making a comedy film based on the iconic strip hero *Plastic Man*.

• 4) The four new gamblers that appear in the second film are called Larry, George, Dolly and Mohave and have very funny individual characteristics.

• 5) And... Ernie Bink has signed the license to do a game based on *Gremlins 2*, but I suppose you already knew that.

## WISHING ON A STAR



Space is a very, very big place, and there's nearly as many games based on it than it contains stars. Accoledo tends to disagree, 'cause here comes *Star Control*, a game for action game enthusiasts and strategy game fans alike.

Apparently, in the future we've got a big prob. Although there is this enormous star cluster, it cannot accommodate all the alien races that make up the U-Duun hierarchy and those that comprise the Alliance of Free Stars. So it's time for a numble, and a big battle is on the horizon with yourself deciding the outcome.

If you want you can even get a friend to join in the mayhem, and you can smag them for vice versa), ha, ha! And if you're a bit dubious whether the late of entire races should rest in your hands, you could let the computer handle either the arcade-bloody section or the strategic bit, and you can control the other.

*Star Control* will be available around September time.



## SHAKING HANDS WITH THE DEVIL



US Gold has announced the imminent release of a new Capcom arcade conversion. This one deals with the controversial hours surrounding the Middle East, a hotly subject that is normally lost left alone.

But this time the fundamentalists have been ignored, and the plot focuses upon dodgy arms dealers (and gammy legs I should imagine) who would rather that the Middle Eastern wars didn't and so they could sell more and more of their powerful weapons. Now they're spreading terror much the same way that you'd spread marmite, 'cept they don't let it dribble out the side of their sandwiches.

You, as one of three characters - Mickey Screen (in a P-14 Tomcat), Shan Kazama (Tigerhawk), and Greg Gate (A-10 Thunderbolt)

- have to fly around a bit blasting the bad guys and themselves doing your bit for worldwide peace. And there you have it.

U.M. Squads offer simultaneous two-player shoot-'em-up action and will soon be available on cassette and disk.

Also to come our way is a role-playing game (*Aer Pass Game*) based on that famed hero of the comics land kept to a late night slot on Satellite television, and featuring all manner of stupid imitating mental messages, that make very bad sound effects kind of noise.

This'll be programmed using, roughly, the same system as the AD&D range, by SGA. And it is based on the TSR game of the same name, which surprisingly hasn't done very well.

Whether or not we'll see it appear in the coming this year is another thing entirely, but we can keep our fingers crossed can't we?

Stables, babes, beddes!

## STOP PRESS! ARNIE IS BACK



Cohen has announced that it's grabbed what could possibly be the hottest new license this Christmas.

Based on the new Arnie movie, *Total Recall*, we should expect to see profited products in the shops around December sometime.



**WHEN THEY MET IT WAS...**

On Friday 12th July, Pk, Jeffrey Dery, Paul Rigby and a bunch of similarly costly punks were invited to Loughborough at US Gold's bequest and to celebrate the release of Murder (last issue's cover gem).

They all convened in a three star hotel and (before they leave it, many, many pots of alcohol were placed before them, and then it was off for a large conference during which the hookies from a select few were rather more interesting than the speeches. Then there was enough time for a few games of pool in which a VC team made up of Paul and Pk narrowly lost to an Enrag team (which almost made up for the drubbing we gave them at Terminator paritasting).

Then they were all herded onto an ancient coach and driven to the rather superb mansion in the middle of nowhere. And after more booze everybody was treated to a slap up meal, and a comedy sketch performed by a few others, in which Geoff Brown (US Gold's big boy) was publicly humiliated, and boy did everyone enjoy it!

After returning back to the hotel and joggling down in a nightclub until the early hours, we can exclusively reveal that Pk was the last person to get out of bed on the Saturday, and he and Jeff were the last of the rabble to leave the hotel thoroughly content. So (according to Pk) it's a big honour to US Gold, and I'd like for my own presence to be noted for the next journey back!







## THE DREAM TEAM

The VC writers team are so cool that when they could keep the critics in their underwear. But what do they do in their spare time?

**Ed "Who Dandy" Hardeman - Editor**

Spare time? Spare time, huh? Why? Well spare time Ed goes to America to reading comics and making jelly at Future Motion centers. Most of his spare time spends on the train from London to survey Milton Keynes.

**Ashley "Mr. Crosser" Gatten-Gatten - Games Editor**

Ashley is a farming man, and we don't mean that he should drive the street seeing his wife from while he wife and holding an earth foot as if this god some terminal spot. He's even got the own ball, so on the way!

**Beverly "Miss. Intelligence" Gardner - Graphics Editor**

Can Miss spend an awful lot of time drifting and making plans and things. She has a wild and peculiar hobbying to visit the mental assembly when it's almost as if it's empty it.

## THE SCOREBOX

Each game is given different ratings in the form of a numerical score, to measure against the average of other games in the VC in order to make it more easy to understand.

**10** Graphics (out of 10) - This is what we think the games appear in presentation wise and graphics.

**10** Controls (out of 10) - Does the game play? Or the sound? Or some other factor?

**10** The Player (out of 10) - This is what we think the content appear of a game is like. Does it grab your attention straight away? Or is it a bit boring to play?

**10** Value for Money (10) - How long will the game entertain you without it being too boring? Or too long?

**Overall (out of 100)** - This is the personal rating given by the readers of the game they think the game is.

**10-20** This game is an abysmal that the only reason anybody would want to see it is for novelty value.

**20-30** Indecently bad, and not interesting in the slightest. What names and how well you'll get the general idea of what it is talking about.

**30-40** Not too bad, and probably something you'd like, although it either isn't to play later.

**40-50** A good game with more going for it than what it'd be hard to check these ones, but on the whole, better you buy them.

**50-60** On the end say immediately these games are fun, but not better than you'd be there for being there, and it's no playing ones. Any game getting this score are considered as VC Fun. One of the VC ones of recommendations.

**70**  
So you can see what the rating and the game is worth for the best that anybody could see for the company's that it does what it game is a good game around because of the games played in the world would be better around and being the biggest and things.

### scorebox



overall **84**

# SHADOW WARRIORS



**OCEAN -**  
**\$9.99 Tape,**  
**\$14.99 Disk**

**Rik wraps a**  
**black blanket**  
**around himself**

**and runs around shouting**  
**"Hya, yip, yip, hiya!"** Once  
 they released him from the  
 institution he set about this  
 latest in the postured  
 exploits of ninjas.

**S**hadow Warriors was an arcade machine? How come I can't recall that? It's not as if I DON'T go down the arcade on roller! Actually Shadow Warriors isn't my kind of thing anyway. I was put off at first on my own when Double Dragon came out. Horizontal scrolling landscapes that stop when there's a fight to be had, nah you can keep em.

Dragon Ninja almost changed my mind, but didn't offer enough variation in gameplay to hook me, so Shadow Warriors with it's even more monotonous action in hardy games got the going, but it will appeal to somebody.

Remember these kind of games don't offer too much, yes, as a rule, in the ninjas, must find and destroy an oriental demon who has taken the body of one of today's greatest warriors. Unfortunately he has sent a girl here (warning you of the English language fuji) of ghoulish intentions to test you in your progress.

So you start in the slums of

somewhere similar to New York, and you must progress along streets and through different levels of action.

This is done by beating the frog out of anything that moves, and things that don't too. And when you've gone through them, the villains get bigger and lazier and carry logs, clogs! They are more than willing to show in places that you'd rather they didn't. There are also leather clad punks and comic wanderers, amongst other heads to beat down.

Luckily for you, you are the only one left who has learnt taught the art of ninjitsu, which means you can use not just your hands, but your whole body as a weapon. You can kick, punch, slash/slap, throw, and dance about like Michael Jackson probably.

If in doubt, stop it well! He's big, imposing, got bad breath and he's got a back of a sword. Ah kids he is the gobble, it's so over to be boss!



he flies through the air with the greatest of ease, but he won't when we've set off his boss!

And also scattered around the landscape in order to aid you are objects like telephone boxes, dustbins, walls and pipes of pipe. You can do not worth just finding you hands about madly fighting every baddy in every direction, instead you should get your hands to a wall for obstacles and wait for them to come to you.

If you kill a villain and they crash into an object, it will explode and you can pick up a bonus room. Some rooms give you energy or extra lives and others give you extra points.



Search him in the face John. That's the way. But Flynn beat from both!

Enough who's get the Wings by the best!

## scorebox

8 6

7 6

overall **76**



There is also get them give you a sword to use, therefore allowing you to dispatch your enemies with

greater speed.

Each section of each level has a time limit of 90 seconds and if you

explore this then you'll lose a life. The end of each level has a scattering of mega enemies and generally without an obstacle to keep your back too, thus provoking for some dirt-fighting skills.

Each level upon completion of the previous takes a fair while to load, but this allows you to take a breather, and is not annoying in the slightest. What is annoying is that *Shadow Warriors* is a brilliant conversion of a poor arcade machine. If you're really into martial arts beat-em-ups with very little in terms of gameplay then you would do up better than this. It's a more enjoyable game than *Double Dragon* or *It's a Wonderful Life*, but maybe a tad easy

## Fax

### Bare Feet

Dressing up in your bath robe and eating Chinese food does not qualify you as a ninja. You'd probably be better off pretending that you're a turtle. New York is very famous for it's phenomenal crime rate and it's rather scrummy bagels.

Starting soon!  
Biggie and a cast  
of thousands of  
scummy people  
who aren't  
important enough  
to mention here . . .

**G**reetings Doom  
Well, what can I  
say other than  
**YOU ARE SO SLIMY!**

We've been  
overwhelmed here at Slime  
City with tons of nasty  
cheats, hacks, poses and  
maps. As you can imagine,  
this puts us just fier' 'er  
we don't want to have to  
do any work - you want free  
software and the software  
companies want free  
publicity. Happiness all  
around! This month's  
sponsors are **RAINBOW  
APTS** who will happily  
provide access of  
**TUFFEGAN** and **DORMAK**,  
who have some silly  
**ESCAPE FROM THE  
PLANET OF THE ROBOT  
MONSTERS** t-shirts to give  
away. Thank so loon of you  
for being so low and  
stupid!

As far as other rewards  
are concerned, we have  
another piece of good  
news. We at the Slime City  
have come up with a  
somewhat stupid idea,  
even if I do say it myself.  
We have decided to cut  
you slimebags into ranks -  
the more crud we receive  
from you the better, 'cos  
you'll be promoted! When  
we've finally sorted out  
grades other than software  
you'll be able to qualify for  
a prize according to your  
rank. Show your disgusting  
position with pride and say  
**"YAH BOO SUCKS!"** to  
anyone who is lesser than  
you on the lists. As to  
these ranks, here they  
are -

**PRINKE PUKE** - maybe  
you'll get a badge (unless  
we get them, that is)  
**GENERAL CRUD** - look  
out for your t-shirts,  
comports

**IMPASSANT SLIME** - if you  
can own a software house  
then you'll get a game  
**CAPTAIN COLDESTOMY** -  
pretty high ranking,  
certainly a game or two



I'm  
SUCKIN  
OF THE  
EARTH

plus anything else we can  
get for you  
**GENERAL GUNGE** - the  
slime's highest rank

Push these dirty heights  
and you're looking at it they  
say employing. But just  
give try to get there! It isn't

going to be easy  
something for gangly  
people like you to dream  
about.



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First on the computer heap this month are Caroline and Christopher Gresh of Raint. Well-drawn guys, your maps of the first 2 levels of Indiana Jones are printed here for all to enjoy! For that samey work of art you have both become the very first SCUM OF THE EARTH! Guaranteed a copy of TUNEDOWN from that oh-so-generous-and-wonderful software house RAINBOW ARTS is on its way to you, AND you both get an



ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS 1-sheet from that fab

company ODMARK. Get back to work and who knows, you may even get a promotion!



Next is the worst-deep wodge that adorns these pages in Jerome 'Jacop' Jepson, of Gite. A load of slime here that works from the post of Corporate Grad. Meet one James! Here an ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS 1-sheet, compliments of the wonderful London-based ODMARK. Wear it with pride and send it back soon!

His poker first  
**BATMAN THE MOVIE**  
POKE 4880,170  
SYS 1424

**BUBBLE BOBBLE**  
POKE 1242,180  
SYS 1800

**FORGOTTEN WORLDS**  
POKE 8200,500  
POKE 3275,181  
POKE 2927,181  
POKE 3365,181  
POKE 2267,168  
SYS 1366

**NEW ZEALAND STORY**  
POKE 3245,170  
SYS 2024

**TDOWN**  
POKE 2880,181  
POKE 3774,181  
SYS 2042

**PLATFORM LEVEL 1**  
POKE 4871,170  
SYS 1480  
**LEVEL 2**  
POKE 5813,170  
POKE 4820,170  
POKE 7528,170  
SYS 1480

**RED MEAT**  
POKE 2108,180  
SYS 1380



#### RENEGADE

POKE 42147,166  
575 37263

#### INDY JONES LAST CRUSADE

POKE 32552,173  
POKE 37252,173  
POKE 32758,122  
575 32322

#### SALAMA MOER

POKE 23875,166  
575 24010

#### SCHEMICAL

POKE 5480,173  
575 55516

#### TERRY'S BIG ADVENTURE

POKE 32262,173  
575 37264

#### RALLY CROSS BIKI

POKE 3423,08  
POKE 3275,64  
575 2674

#### SEMON

POKE 26356,173  
575 26344

And now for those of you without a reset switch:

#### OPERATION

##### THUNDERBOLT

Enter 800M PALMO on the high score table.

#### FIGHTING BECCER

To beat the keeper every time, shoot from the central spot.

#### STRIDER

Start game then press **PAUSE**, **UP**, **RIGHT**, **DOWN** and **DEL** together. The border turns gray. Press fire to restart then press **F** and move your joystick upright. You are transported to level 3, and if you complete this you will be on the final level.

Great mounts of pus here from Lorna and Saul Davies from Carmarthen.

There seems to be an awful lot of teamwork going on these days! Can't take the pressure all on your own people? Never mind, for your cloud mass of Fantasy World Dory and the volunteers to Dory's Island adventure and Fantasy world, you have saved yourselves the pain of Bergamini, and so less out for your thoughty captured and very slight ESCAPE FROM THE PLANET OF THE REDDOT MONSTERS t-shirts from DOMARK.

As there's two of you you can also have a copy of TURKISHAN from DOMARK ARTS, another little software house. Cheers guys, and I hope the weather in Wales is just as good as here in Stone City.

#### Fantasy World Dory

Give apple to troll. Take whole boat and use jug of water to put out fire. Go through fireplace and go up above the dungeon, then put lead in red path and go past it when lead is eaten. Go to Desert and take rope from tent. Jump on wrap-happy gator's mouth and tie it with rope. Get loose from attic and put it in Amrog's den. Don't put it right at the back or Amrog won't eat it. Make your way to broken bridge and drop these ladders into the water to raise the level.

Go across water and go to end of pier. Get the sleeping potion from Dory, make your way to the safe spot (dragon) and use the potion to get past. Collect all three keys using the bag in the

well to carry more objects and use to turn on the three machines in the left bar. Get crowbar of Grandad and the Flitty cow. Use crowbar to open the well and go down. Give cow to shopkeeper and take brass, collect key in church and turn on last machine.

Pond basin in meadow, get door locked and use it on door marked 'break and enter'. Go to Collew's bucket and take to puddle at bottom of volcano. Fill bucket. Put water in mine and basaltalk grows. Go up basaltalk and across the globe to cloud castle, get egg. Go to lit tub and down to dragon's lair. Put egg on seat and walk past. Use poison to break blocking ladders and collect rag. Take rag to cloud castle and use to lower gates. Collect coin under table and use lever to lower Dory. Go up and talk to Dory and that's it. Collect the last coin. Also advisable to look everywhere for coins.

#### New Treasures Island Dory.

Get chest and put at bottom at cliff. Stand on it to jump up cliff. Get sword, video camera and glass sword from tree house refuge and put on beach. Pick up anchor and go into water. Get end water space and go back to beach. Rearrange items so that you have space sword and anchor in order. Go back into water and drop space on swimming rock. This makes an invisible row for you to stand on. Use

these to get out all the water. Drop sword by grass and go back to get video camera. Give this to shopkeeper. Get boat from him and put this on end of pier. Use glass sword to open grass, make sure you have anchor.

Go down hole and left at bottom to collect dynamite. Get back over dock to grave and up ladders. Drop dynamite and get key from pier. Go down grave and right and jump over barrels (push the first). Drop key on little bit of barrel protruding out of floor. Go down hole and get intercom. Give this to shopkeeper and take outboard motor (drop motor off end of pier). Get key, get use and table. Go through water, put sea on bridge and talk through. Make your way back to grave up platforms.

Arrange items so that you don't drop table if you pick up something. Go back down and get outlast treasure. Take it to shopkeeper (don't drop the table until you get there). Drop the fuel for gas, you off of pier then get dynamite. Go back to the beach and get into red detonator from tree. Keep going until you get to the last screen of the mine. Put detonator on first rock and dynamite on rock blocking the gold. Press RETURN when on the detonator and get the gold. Give gold to the shopkeeper and take the key for game you. Drop it off pier, usually jump onto boat and keep walking on it. Get off at harbour and read the end message!



Mega poker fans from Aberdeen, Baccar from Gottenburg, SWEDEN! Our first overseas Company! Look out for TURKISH from RAMBOW (what a lovely softie) from the UK! APFS. Hope you enjoy it. Read!

**PHOENIA**  
POKE 5235,173  
BYE 2372

**BOMBO**  
POKE 11417,173  
POKE 2040,0  
POKE 4459,2  
BYE 2117

**BRA KIDZ**  
POKE 1004,234  
BYE 2112



**FRUIT MACHINE BM**  
POKE 2045,173  
BYE 2075H

**MENAGE**  
POKE 2045,234  
POKE 2205,0  
POKE 2245,0 POKE  
2265,0  
BYE 2090

**TURNO RIGHT BM**  
POKE 2157,85  
POKE 2045,173  
BYE 27650

**PRO SKATEBOARD BM**  
POKE 3191,68  
POKE 2557,103  
BYE 22415

**PETER PARRADE**  
POKE 32214,173  
POKE 48344,173  
BYE 22704

**MAGIC CARPET**  
POKE 42947,234  
POKE 48344,234  
POKE 58294,234  
BYE 32702

**RICK DANGEROUS**  
POKE 57921,173  
POKE 11183,173



**POKE 10695,173**  
BYE 2071

**RAVY MOVIE**  
POKE 3451,173  
BYE 2244



BYE 2245

**ALIENS (RM)**  
POKE 42045,234  
POKE 42044,234  
POKE 42043,234  
BYE 32223

**GRAND WIND**  
POKE 4302,173  
BYE 20467

**RENDO WARRIORS**  
POKE 12115,180  
BYE 2178

**GAPLUS**  
POKE 22498,173  
BYE 4088

**BOOM FUSION**  
POKE 2323,234  
POKE 2324,234  
BYE 2026

**LICENSE TO KILL**  
POKE 2446,173  
POKE 21245,173  
POKE 12545,173  
POKE 14726,173  
POKE 22225,173  
POKE 42142,173  
POKE 26428,173  
POKE 26444,173  
POKE 26444,173  
POKE 26444,173

**OUTWUN**  
POKE 40248,85  
POKE 22268,22  
POKE 24226,173  
POKE 24226,173  
POKE 22226,173  
POKE 22226,85  
POKE 20226,22  
BYE 20405

**CYAN**  
POKE 26404,173  
BYE 40122

**WICKED**  
POKE 7175,173  
BYE 2240

**MANIC MESSR**  
POKE 18573,234  
POKE 18573,234  
POKE 18571,234  
BYE 14224

**CARAL**  
POKE 9505,185  
POKE 9175,185  
BYE 2267

Don't forget to put your name and address on EVERY PIECE of work that you send to me or else you may not get your crud printed. RUSH your latest slams to me at this NEW address- OH OZZIN' EUGENE, HOW DOES YOUR GARDEN GROW? WITH SILVER BELLS AND SNAIL SHELLS AND SLUG TRAILS ALL IN A ROW! OH OZZIN' EUGENE, HOW DO WE GET INTO YOUR GARDEN? BY AN AWFUL LOT OF CREEPING, YC MAGAZINE, 20 POTTER'S LANE, KILN FARM, MILTON KEYNES MK11 5HF.



Another set of groovy maps here from James Walker of Fansham These ones are for Bloodwych. And that valiant piece of cartography earns you the title of Legend too! Have yourself a good game of RAINBOW ARTS' TURRICAN to receive from the autograph session!



Right then, that's your lot. Get them cheats coming in please. The first solution to Hammerfest from Activision gets a free copy of RAINBOW ARTS' TURRICAN 'cos we've got one left! Get to work, write in and who knows? You might be bashing your mate's with rubber swords in the months to come. Many thanks again to DONARK and RAINBOW ARTS whose sterling generosity made these pages possible this month. Any other software house that's interested should contact EUGENE via the Games Editor Bye for now, and keep the slime broiling.

OOZIN' EUGENE.

# MONTY PYTHON'S



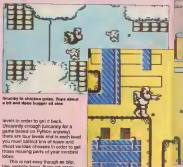
**WAGON -**  
\$9.99 Tape,  
\$14.99 Disk

**Fish, Fish, Spam, Spam, Fish.**

Where has that little fishy gone? Ring little little bang, bang bubble bubble bang, Accountability, The End! Squash...

**S**tand on one leg and go yip, yip, yip, yip please! Now you have got a rough idea of what Monty Python's Flying Circus was about. It was, is, and will be silly. Well, my name is Fred. In the seventies it was a cult comedy series completely in a different mould from *Oliver Twist* vs *Loisilly Blandie*, and all of those connected to it (other than the recently dequitted, and comely misread Graham Chapman) have made huge bucks doing even crazier things.

Dressed in a woody vest and hairy placed furry on head, you are Mr. D.P. Gumbly and have fish nibble from your brain. It has separated into four parts and you must complete



Gumbly is chicken games. Flaps about a bit and does bigger of size

levels in order to get it back. (Incidentally enough [unusually for a game based on Python anyway] there are four levels and in each level there are four collectible items of spam and about various obstacles in order to get those missing parts of your cardboard torso.

This is not easy though an trip, trip, wibble bang, there are nasty things that can go wrong. For instance you could lose the spam that you thought you had uncovered, by it slipping down a pipe or something. And there are a pile them of Python-esque obstacles that pour from every crack in the fair-like scenery.

In the first level you transform into a fish and you must travel along pipes that contain many cheesy cornedishes. You must shoot the chicken in order to reveal line of spam or other pieces of food. Sometimes though the line of spam can plain for the eye to see and a cunning use of shooting and placement of your body are needed in order to succeed in solving the puzzle. This is more often than not, so your own brain is needed to allow you to pick up Gumbly's

The other levels have the same concept but Gumbly changes into different creatures including a bird and would you believe it, a beaver (unusually in rain, to you or me) scattered around in obscure places

(you have to experiment in order to find them) are bonus levels that offer much food.

Every time you touch a moving you lose a string and you start with three lives. Any food, including spam, regenerates that string but when your string runs out your head flies off and falls toward like a bit out of water.

If you manage to complete a level, and surpass the end of level guards, the amount of chaos that you caused is expided and the amount of spam that you collected will be tallied up, and taken away from your score (the score starts at 99,999,999 and plummeta downwards). If you have collected and that enough you will get a piece of your brain back.

The graphics are so yuckie again good that you'd be forgiven for mistaking that version for the *Avidge* one. The feel of the game is just spotklingly right, with more Python

# FLYING CIRCUS

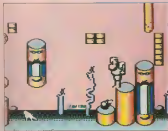


And now he's up to something. Yep, he's painting all that funny fellow

## Fax

### 10 things you never wanted to know about Monty Python's Flying Circus

- 1) Halibuts are not just small, wet things with scales, they are also a plot device.
- 2) The parrot sketch is not a pencil drawing of a parrot.
- 3) My father was not a lumberjack, nor did he dress in women's clothing.
- 4) Adrian Pumphrey (Ed of Your Amiga) is likely to be a member of the ministry of silly walks.
- 5) Accountancy is not boring.
- 6) Monty was the name of a British tank colonel. A python is a big snake. Flying means "to float in the air". And a circus is a performance by many in a big tent. Therefore Monty Python's Flying Circus means Colonel Snake's floating tent.
- 7) A silly thing to do on a rainy day is to stand in the rain.
- 8) Spam is a wonderful meaty cornedbeef.
- 9) So is not pee.
- 10) There are only nine facts!



Icons contained than the programs themselves (thinking about it this doesn't seem so silly). If you are into surrealism, or then again even if you're a fish, then this game is the halibut for you (fish, of course). It also "breaks the ice of parrot".

## scorebox

10 10

9 9

overall 97

# ON THE TAPE

**ER...** Due to a few minor errors, the Time Machine playable demo promised on last month's Next Month page had to be put back by one month. To compensate we've got two whole games for you instead, taking the total of number of games up to FOUR! The Time Machine demo will instead appear on next month's tape insert!

## Running Order:

Side A: Plague, Kron  
Side B: Muncher, Panic

## TAPE PROBS

If you are having big probs with your cassette (ie. it won't load, jitter) then send it to: Tape Probs, YC Tape S, AlphaGraphics Publishing Ltd., 20 Potters Lane, Kiln Farm, Milton Keynes MK11 2NF. Don't forget to send your name and address, and an explanation of the problem.



## PLAGUE

Plague is based on the immensely popular old classic, Defender (alright, it looks more than a passing resemblance) and should be treated as an excellent version and not an original game.

The

game is controlled entirely with a joystick in part 2. The ship accelerates in the direction of the joystick and moves from one side of the screen to the other to allow for maximum forward view. Enemies are fired by simply pointing the fire button in





addition, the ship is equipped with three aerial bombs, which destroy all aliens on screen. The bombs are fired by holding the fire button down for a longer period. In this way you need never remove your hand from the joystick.

The ship has considerable momentum and it takes practice to control it effectively. The object of the game is to destroy all aliens in each sector while protecting the men who are stranded on the

landscape. The alien types are as follows:

**A) Flatiron men:** These follow a set pattern across the landscape and provide a moving obstruction to the player.

**B) Flyers:** These hunt down the men on the landscape. When directly overhead a target rose they descend to capture him. The men is then carried to the top of the screen where he is observed and the player mutates. If the plane is destroying

before reaching horizontally to earth.

**C) Mutants:** These fly at high speeds with the same aim of destroying your ship. Although they are the fastest of the aliens, they also have the most momentum and are not capable of rapid changes in direction.

**D) Pods:** On later levels these pods hover motionless in space. Destruction of a pod causes the release of four swimmers. Using a smart bomb will also cause the release of swimmers.

**E) Swimmers:** These fly at constant horizontal velocity but can change vertical velocity rapidly. They operate in two modes: 1) Attack mode, where they form an to your ship. 2) Defensive mode, where they try to avoid being destroyed during a chase.

Contact with any of the above alien types results in the loss of one of your three lives. An extra life and smart bomb is gained every 1000 points.

The radar screen shows the position of all aliens and men in relation to your ship, which is always centred on the radar. The radar only updates twice a second and amount should be taken of this when firing at speed.

# KRON

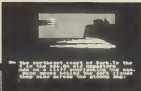
A battle rages in the city of Sark in the land of Sark. The peaceful Sarkians are no match for the Sarkian guards who, led by Baloon the Sarkian demagogue, have captured Princess Zora. Defeat has totally demoralised the Sarkians who, being too few in number now, had scattered and hid in secret caves somewhere in Sark.

Only you, Kron, with the aid of your wounded father, can escape across the sea of storms to a small island where you grow tall and strong and vow revenge to your people. You promise to kill Baloon and rescue Princess Zora by... That day has now come!

Adventure games allow the player to use skill and imagination within the constraints of the program. The real beauty of this is that the choice is up to you! When you see the word instructions, enter your command.

The following list shows you some of the more often used commands. (There are more, so trial and error is a good play!)

**TAKENIT** - To acquire an object  
**DROPKIT** - To discard an object  
**NORTH/SOUTH/EAST/WEST (N/S/E/W)** - For directions



**LOOK TO** - View your present location  
**TEXTWINDOW** - Allows you to follow the adventure with text only

**PICT** - Enables you to view pictures and text  
**HELPW** - May or may not prove to be helpful  
**LISTWV** - Describes all your current possessions  
**SAVE** - Allows you to save your current position within the adventure  
**LOAD** - Loads a previously saved adventure  
**QUIT** - The easy way out when a solution is not forthcoming

One feature of Kron is the ability to make fairly complex commands. For example "Take the spear and throw it at... Good luck with your quest!"

Kron was designed using the Graphic Adventure Creator (GAC) by Interceptor, all rights reserved.

# PANIC

Stand by to take part in an exciting role-play game-up to three such a thing's) sense of skill and judgment. The idea is to cover a certain known as a Poscon, by another positon, which is called a Negcon. In turn a simple unit, known as a Block.



Across the top of the screen is a row of twenty Poscons. Along the bottom of the screen, above the score line, is a row of twenty Negcons. The Poscons and Negcons match each other and together they form a Block.

The computer will select a green Poscon and place it at random onto the screenscreen. You must then use your carrier vehicle to collect an appropriate Negcon, take it to the Position and drop it off top. Finally emerging it into a Block.

To pick up a Negcon simply place your carrier over your selected Negcon so that it fits the carrying area, and hold down the fire button for a moment. The Negcon will change colour to indicate that it is now under carrier control - release the fire button. To release a Negcon from your carrier, again, hold down the fire button for a moment. If you select a wrong Negcon you may release it on any vacant part of the screenscreen.

You score points for changing Poscons into Blocks. Some Poscons have a much greater value than others so it is wise to be choosy. Some of them have other functions. For example one of them gives an extra life.

Every now and again, a Super will traverse the screen at a rapid rate. This is harmless but it does pick up any Poscons in its path. This can be useful because it creates more space for the computer to put Poscons down (score of which would be very valuable).

Enemy missiles also traverse the screen in teams - one team and you lose a life. You can destroy them with energy bolts, gaining points of

# MUNCHER

The scientists at Washington are a clever bunch. After genetically engineering an animal to get rid of the current drug problems, you have taken form as a fat yellow beaked nicknamed Muncher. Your mission is, it to eat all these horrible drugs lying around the Washington deposits and eliminate the cause for years to come.

However in these deposits remain the ghosts of earlier drug takers, who certainly don't like you Muncher entering. But do not worry. The scientists devised a plan of avoiding take doctors into these deposits to another plasma capsule all over the build. "Hang on a sec, this sounds suspiciously like Pacman, but with a healthier and very thinly disguised plot!" You all cry Well, or Kim. Yes it is suspiciously like Pacman, but Pacman was good wasn't it?

## Playing Muncher

To play Muncher, you move your man around the maze gobbling all those nasty drugs, and avoiding those nasty needles. However, when you eat a plasma pill, you can get



the same time, but beware as some of them travel just below light speed - you may only just avoid them.

To fire an energy bolt simply press your fire button and immediately release it. The amount of

you are carrying a Negcon as there is a danger that you may lose it.

The game finishes when either you lose all your lives (you lose) or you cover all the Poscons with Negcons (you win). The game is fully joystick controlled with the exception of the following keys:

your own back on the 'wonder' ghosts by gobbling them up too. Unfortunately though, the plasma energy in the pills is rarely sufficient



to last up to 5 seconds.

Muncher is played with the joystick in port 1 using the normal movements, but the fire button is NOT used. If you can't back the pace you can pause the game with any key except the Commodore key and F7 which changes the speed of the game, and Fire/Stop which quits the game. To continue, press any key.

In total there are 65 levels to complete, with a bonus doubling at the end. At the start you have 4 men at your disposal. Can YOU munch your way to the last level without being caught four times? (By the way, this game has been protected against cheating consoles, etc with cartridges, so don't try to cheat!)

In the way the author of this game, David Bryson, was only 14 when he programmed it. Shows what you can do if you've got the ambition!

- F1 - Pause game
  - F5 - Dismiss game
  - F6 - Turn off all sound effects
  - F7 - Turn on all sound effects
- Enjoy the game, and whatever you do don't cheat!

\*\*\*\*\*



\*\*\*\*\*

**READER OFFER**



## Keep Apocalypse in the Post Room.

To keep Post Apocalypse busy we're offering an assortment of C64 games on cassettes, including Flimbo's Quest (demo), Finders Keepers, Kentilla, Microdot, Rainbow Chaser and Spots plus lots of other games as well. They are all games from previous issues of Y.C., so if you missed them you now have the chance to own these stonkingly good games.

Simply send a cheque or postal order for £5 made payable to Alphavite Publications Ltd., addressed to 20 Potters Lane, Kiln Farm, Milton Keynes MK11 3HF and we will send you

**four great cassettes. Not only will you have lots of games to play but it will keep the Maniacal Mailman in the post room for days.**

Please send me 2 cassettes of games  
I enclose my cheque/postal order for £5 made payable to ALPHAVITE PUBLICATIONS LTD  
Or debit my Access/Visa Number

Expiry Date ..... Signature .....

Name ..... Address .....

..... Postcode .....

Allow 28 days for delivery



# Ski or Die



It must be an awfully legal look at those papers.



**ELECTRONIC  
ARTS - \$9.99  
Tape, \$14.99  
Disk**

It's a cut-throat world on the slopes, and Ash, even his problems getting his skin on!

**W**ow Radical Gaps, I'm starting to hate the film. Never mind, back so I'm just talking about the timing of the release. I thought that winter wasn't until at least January, but here in the middle of a hardware-come like or Die Ward, never mind the lack of seasonal appeal. Will Ski or Die make you long for Santa to come skipping gaily across the rooftops on his jet suit?





**Unlikely** The game is more likely to make you want to go on holiday to the Caribbean. It's basically another game of multiple events with judges and an overall score. What I always find an open mind about games I've never really been a fan of: multipoints, firstly because of multiplied classes and secondly because they're too fun unless you play with your friends. All of the events are really enough, based on doing or other snowy pastimes.

The start for game mode



It's getting hot and hot, but I (that up - 64)

Berney's old shop. Here you can sign up for the competition, and choose either terrain, alpine, activity or fellow mountain enthusiasts. The latter means that the events that you score will not be aimed for entertaining posterity. After leaving the shop you can select the events that you want to compete in. There are five in all and you can play each individually or compete in all of them. The five events are snowball fight, downhill slalom, snowboard half-pipe, mountain bike and snow car race.

Snowball fight is a little like

## Fax

### I'm Dreaming . . .

Snow is actually a cold form of water. When water is subjected to temperatures of zero degrees Celsius or lower it freezes. Ice is the result on a body of water but droplets may become snow. When snow melts the water miraculously reappears and you have to take up waterskiing.

**Question Wolf!** That record title are closing in to risk the streaks that Berney has left you in charge of. You have to stop them with snowballs. The closer the ball the less the score you. You can face north, south, east and west so you have to keep an eye on the radar. Other things appear like absorbable snowmen and eskimos, which can be baited for extra points.

**Downhill slalom** is a violent version of the Berney. You have to make your way down to the bottom of a very rocky slope as fast as you can. The more slalom you perform from the cliffs the better though. Basically a race against the clock but posess

against either a Merod or a guy called Lester. You have to be the first to finish but making the other guy's legs go fast gives you a distinct advantage. There are traps to watch out for too as these may make you come unstuck.

The last event is snow car race. You have to do a ski jump and perform loads of tricks. Staying up in the air for as long as possible is certainly a help too. There are some really good tricks like the Mountain Flip and Dolly. All of the events are fairly playable and good graphically, but playing alone is unlikely to be entertaining for too long. See it before you part with the money.

## scorebox

1	8	6	6
5	4	4	4

overall

65

# TIME MACHINE



**VIVID IMAGE -**  
£8.99 Tape,  
£14.99 Disk

Time is relative.  
Does that mean

that occasionally it will  
come around and give you a  
big sloppy kiss and demand  
a scene and a cup of tea?  
Aah, discovers...

**D**ear me, here I am in the  
prehistoric ages. Well a lot of  
cynical - unless Panzavacyl  
club turn you on that is. This whole  
planet seems to be a very hot place  
still. I thought that I was going to die  
when the tremors tried to blow me  
and the lava machines sky high  
instead of being killed the  
catastrophe blasted me 16,000,000  
years back in time and now I'm in a  
bit of bother. Getting back to the  
present day will be hard enough but  
I've got to fix the time machine as



Hammerhead Mike never had it so good  
(Just a bit, was thought better)

Hammerhead. Time Machine is a very  
worthy follow up to that title, and  
adds a new depth to the traditional  
idea of arcade adventuring.  
Professor Potts the mad scientist, is  
set to become the world's first time

traveller, because it shows that he  
believes that his inventions will work  
- and so consequently they do,  
because belief is a powerful force!  
Unfortunately his precious time  
machine has been damaged, so the  
cynical that powers it has been lost in  
time. With your help Potts has to  
locate the crystals and repair the time  
machine, thus avoiding the fate that  
fell from the gods' favour.

The problem is that the presence  
of the crystal has allowed time, thus  
effectively contriving the future! Just  
think, '90 would cease to exist and  
there would be no way that could  
for 24 years exclusively. Anyway,  
Potts is a subscriber and he doesn't  
want to miss a single issue, so he  
sets about altering the course of  
history to save the world.

Initially there is only one time  
zone. This means that Potts has to  
alter history significantly enough to  
create another age and so progress  
as follows. Each age is made up  
of a large amount of screens which is the  
screen wide. Each screen has its  
own features and items, all of which  
have some use or relevance. This  
use or relevance may last forever  
or appear for minutes, all years though  
so don't hold your breath! At the top  
of the screen is a meter type warning  
system which spans the five different  
time zones. This looks like a stock of  
minutes screen. As you create a  
time zone its corresponding set of  
screens appears on the meter. This  
screen shows no other zones,  
orange or red. Green screens are  
safe, orange shows that there is  
some danger and red means that a  
serious calamity is about to occur.



well as it's been damaged by the  
bomb. Oh well, can't stand talking  
for the next 16,000,000 years, so  
much to do - so little time.

Time Machine is the latest  
venture from Wild Inger. The  
Wildfire-based design and  
programming team who were  
responsible for the brilliant

traveller. However for it to be set by  
minutes just before the machine's  
final operation, and is blown through  
time to ten million years in the

This would be a problem for most  
normal humans. However, Professor  
Potts is by no stretch of the  
imagination a normal person. He is  
just a little bit eccentric. This is an



and that the Prof should get to that screen pretty damn quickly!

The puzzles are very basic and straightforward, for example the player is too hot at the start of the game, and Potts has to find a way to cool it down. But this doesn't imply that the puzzles are easy to solve, just easy in theory. Being successful in this means that a new level starts will come into play with its own set of problems. The game requires switching between the various time zones that you have created to solve problems. Each screen looks similar to its sister locations in the other time zones but brilliant graphic work makes that each looks as if years of erosion and evolutions have occurred and to give each zone a feeling of uniqueness. One example at the changes in the swamps - this is literally deep in peatlands, but by the ice age is much shallower and water to cross.

In order to complete the game you'll have to guide the Prof back and forth through the time zones, as

## Fax

### Market Forces

Activision are marketing the game, which is good because they've been around since almost as far back as prehistory. And there are no plans to produce a film of the game entitled "Back to the Future 4: Prof Potts sock it to em".



It looks as if we've got a jelly bunch of Activision supporters here!

different problems often need the resources of two or even more zones to solve. What may be inaccessible in one time zone will more than likely be available in the next. The game has been wonderfully designed with loads of great touches, like the Pterodactyl eggs that release a steady flying taxi when shot with the Prof's home-made laser hands (also useful if the natives get unfriendly, as they often swing from one of your four levels). Another of Potts' inventions are the telepath boxes.

These can be dropped to any screen in any zone and can be immediately returned to at a keypad. You only have four of these at your disposal though.

Graphically superb, technically brilliant - and thankfully the game only takes one load, which means no right-clicking multipathing system for each time you want to travel between zones. I cannot recommend this game highly enough. Meet deliciously the thinking man's escape game with lots of nice hints and details. If you have any hang in all for exploring and puzzle solving with a host of the releases to boot then get it yesterday.



I wonder why they don't want me to go in there? Well, the price is probably

## skorebox

	9		10
	7		10

overall **94**

# THE GREAT PYTHON

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SIT AROUND  
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COMPUTER  
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WIBBLE!!!

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# BLOOD MONEY



**PSYGNOSIS**  
\$9.99(Cass)  
\$4.99(Disc)

**Cash,**  
speedofica,  
dash, wonga,

loot, blag, call it what you  
like, Ash. kalls for it (well  
tickles you a lot anyway).

**M**any a Psychosis game  
letsome great gameplay  
subtly woven into a long  
poetic plot with heavy strategic  
overtones and atmospheric artwork.  
Blood Money is a horizontal  
scrolling, hard 'n' heavy blast em to  
little pieces type of game that makes  
no apologies for itself. You are a  
space pilot out to earn Blood Money  
by shooting lots of enemies with your  
guns. By collecting the loot and your  
 firepower becomes more and more  
awesome and your blood lust  
becomes all-consuming.

It is not every day that a software  
house is so honest about their  
product. Many of them try to hide the  
inadequacies of their games em ups  
by wrapping them in layers of gloss  
and story. Psychosis obviously  
believes that honesty is the best  
policy and have gone to the other  
extreme. The story (rather thin as  
you might imagine) is that you are  
interested in going on a space cruise.  
There are four huge planets to visit.  
Each one costs a number of your  
credits. The higher levels cost more  
to reach so you'll have to earn  
enough from the lower levels in order  
to progress.

The game can be played by one  
or two players simultaneously. The  
game is of course frenetic but the  
challenges are that you'll end up  
fighting over the power ups and  
dash. The power ups include rockets  
that shoot up or down the screen,  
multiple bombs (or improved  
explosive power), a rear missile and  
long range missile launcher. Also  
available are speed ups and extra  
lives. These can all be bought from  
the various in-level shops that  
accept the currency you've been  
earning.

As you fight your way through the  
levels you'll notice the wide variety  
of alien death-dancing craft. From  
magic mushrooms to weird owls  
and other mutants, the creature



Cash, handles it nice (wouldn't it be a sight). Well, we've time to spare.

# MONEY

## Fax

### Big Juicy Needles

Blood donors give a pint of their blood every six months to save peoples' lives. However there is no bounty to be earned by shooting them and you could get a criminal record so it's not to be recommended.

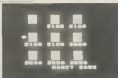
factor is a menacing and psychopathic twisted of souls. Each planet has a different atmosphere, so you may have to pilot a plane in the level and fly on a jetpack in the next.

As per usual, there is a superbly

evil end of level being to be disposed of. These are very big and powerful and you'll need all of your wits and reactions to get the better of them.



Big juicy thing coming our way, what'll we do? Ah, shoot it!



## scorebox

6 7 7 9

7 7 7

overall 79

There is a great soundtrack behind the action which will get you in the mood for death dealing. Graphically the game is very bright and busy, with nice characters, but just a little too chunky for my liking. Superb if played by two players, good fun on your own and a good buy for shooter fans.



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ROBOCOP 2

# POST APOCALYPSE

Hi Posty here again. We've received a lot of very strange and weird letters recently, and if anyone else asks who I really am, I'll come around their house and shove my 'imaginary' photon blaster up their... (The ravings of Posty have to be interrupted here in order to save many people embarrassment. We hope it hasn't affected your enjoyment of the magazine - Ed) ...For everybody else's sake here's the address to send your letters: Post Apocalypse, YC, Alphavite Publishing Ltd., 20 Kiln Farm, Potters Lane, Milton Keynes MK11 3HF.

## HOME AND AWAY

I've just grabbed yer latest copy of YC to hit the Aussie newspapers (the June issue) and it's mega-cool! I stick the tape into my database and loaded the demo. Excellent! I can't wait to buy the game! Only next time make it a playable demo.

Right, bung the other side in! I loves the logic game! Only when I go to enter my name it goes back to the title screen when I press fire for my first letter, then I can't start another game. Am I doing anything wrong?

Looking through the magazine I can say that it is good, except that it should have lots more colour (especially the review screenshots) I buy two other mags, Zap and C+VG, and they always have colour reviews, so how about getting the can of paint out and colour the reviews (and other stuff)? Also why don't you do woad reviews?

When you do posters, how about sticking ads on the other side instead of reviews, etc. so I don't pull the poster out because of this, I think it ruins the mag?

## LETTA OF THE MUNF!!

### MORBID OR WHAT?

Sorry to hear that you're dead old chums. I suppose one CDi mag had to go, it's a bit of a shame though that it wasn't the other one. Oh well, I hope that Rick, Ash and the rest of the crew get back on their feet and that we see them on another mag pretty soon.

Harold Barlow, Blackpool

PA: Hal! There you go, just when you thought that we'd snuffed it, here we are with an even better magazine. The only prob is that we've gotta flop the headstone, any reasonable offers considered.

Also would you be able to distribute order mag Commodore Desk User in Australia? I would be grateful and I think I am missing out on some great stuff.

Right, that's my lot for yer column. Now I'm off to read me Teenage Mutant Ninja Turtles comics again.

Consbungell  
Adern Wick, South Australia

PA: Next ish you should see our first **PLAYABLE** demo in the way of Time Machine, and if you don't you can be assured that Rick will be

strung up by his... Ahem!

As for the Logic prob who'd'ya think I am, Paul Eves or something? I'll get an answer for this and I'll send it to ya. And colour? Why don't ya get your own crayons and colour it in yourself? It's far more fun!

Neon Zone (the arcade column) will be back soon! The back of the posters are now other posters, so you get to choose which side to have on the wall, and so for ya last prob, whet d'ya think the subscription forms are for?

## DISAGREEMENT

I've just seen the latest YC under your new direction and although I think that it's neat, cool and really brilliant, I disagree with the review of *Galaxy Force* (by Godzilla?)

He says that the graphics are too blocky and jerky, but so was the arcade machine, and I feel that this is a very good copy. The gameplay is far more involved than *Godzilla* says and here are the scores that I would have given it.

Graphics 8  
Sound 7  
Fix Factor 8  
Nail-Lite 8  
Overall 7.9

Still not quite a YC Fun One, but a pretty decent game just the same.

Robert Young, Swansea

PA: Get outta here! I asked Bill what it was like, he showed me and I was ill for a week.



## Joke of the munf!!!

How do you shoot a purple elephant?  
With a purple elephant gun!

How do you shoot a pink elephant?  
Squeeze its nose until it goes purple and then shoot it with a purple elephant gun!

Submitted by Beverly Gardner (Surely somebody can do better than this!)

## ZONE LOG (LETTER OF COMMENT)

So you've moved them! The mag looks different anyway, I think I like it but we'll leave it for a few issues before I'm totally satisfied. A few questions:

- 1) Where has Neon Zone disappeared to?
- 2) Why is there a poster of Black to the Future II?
- 3) Why is Kenny Dalglish Soccer Match so bad?
- 4) What is your real identity, come on tell us all!

- 5) What the hell is Flamehead all about?
- 6) Who writes the Purple Purple Page?

I think that's about it, I'll catch ya later dude, probably!  
Adam Shell, Hednesley

PA: What sort of a name is Shell? Ah well, here's a few answers for ya:

- 1) See previous page.
- 2) Why not, it looks good!
- 3) Why do birds suddenly appear?
- 4) Death is quick for some, but not if you go on, unbeliever!
- 5) Ask Flamehead I suppose.
- 6) The Great Purple Fashford of Cow, obviously.

# NEXT MONTH U.N. SQUADRON

**EXCLUSIVE REVIEW!!!**

**PLUS: EXCLUSIVE INTERVIEW WITH  
THE HOTTEST NEW BAND SINCE  
BUCKS FIZZ**

# EMF

**Also: Time Machine - First level demo on the tape  
(we'll get it right in the end)!!!**

**And: Flamehead, Post Apocalypse, Scum of the  
Earth, Even more Posters, and better games than  
other mags we'd care to mention!!!**

**(Out 24 August - Better on the eyes than a trip to the opticians, and cheaper too!)**

# O d D b<sup>o</sup> ds \*

So what else do ya do when you're not on your comfy 547? Here's a few suggestions that might tickle your whatchit!

## COMICS

### TEENAGE MUTANT NINJA TURTLES - THE MOVIE

Archie  
Adventure  
Series  
\$4.95



Comiboy! Nice that the turtles have been transformed from comic book heroes to big screen legends, the big screen legends have been transformed into comic book heroes. This is the official adaptation of the movie of the turtles in a half shell, and so a better to the cinematic version of a tort!

This is mainly because the adaptation is written by co-creator creator Kevin Eastman and Peter Laird, and is superbly mixed by them too. There is plenty of action and a plot that even Daddy would be proud of. If this is anything to go by, the film is gonna be a real stankingly good one and you should all own into the flicks as soon as it's out, but first buy the comic book and eat your own stuff!

Rob Henderson

spoofs as this is more in the line of "Cary-Go".

The plot of the original has been very loosely used as a basis for the plot of this one and it could be said as much a parody of Madras and related logs as the turtles themselves. All the characters are there in some form or another, although their names have been radically altered to suit small comical abilities, although you must be warned that the comic responses are based on American items that were either sold over here during the seventies, or have never reached these shores.

Leonardo has become 'Arveduh', Michelangelo is 'Yoway', Donatello is 'Toyoobuh', and Raphael becomes 'Pantur' (Splinter, incidentally is renamed 'Mach-Sia' and looks very similar to a fat Mickey Mouse). And the turtles throughout is very American.

### GREEN-GREY SPONGE-SUIT SUSHI TURTLES

Mirage Studios  
\$3.95

After you've read the official adaptation of the turtle movie you can read the official parody (but don't expect anything on the same par as Mad



scientist. This is not too bad, and I would be best to take the monkey out of the tin yourself than to read the responsive parody.

Rob Henderson



## ROBOCOP 2 - THE MOVIE

Marvel  
\$4.95

Go, what a chunky book. And this Judge Dredd-like character finally gets a Judge Dredd script writer, and boy do the similarities notice.

Alan Grant takes the writing crown on this official adaptation, and if needed someone with immense experience to make a comic out of an incredibly violent, gory movie (see review elsewhere in this column). Alan has changed the plot quite radically in order to comply with the Comic Book Code, and possibly made it a damn sight more enjoyable. It even flows in a different order to the reading with Alex Murphy's wife in near the end of the comic, and at the beginning of the film and makes a little more sense.

Robocop is put up against a new designer drug called "Moke" a new Robocop (surprisingly called Robocop 2), and just about 1000 new characters such as "Don't Inappropriate the

beethoven"  
There is almost as much action as in the movie and the comic as a good laugh.

Perhaps it could've been better drawn but as it is it looks like a stock Marvel comic.

Rik Henderson

## GIVE ME LIBERTY #1

Dark Horse Comics  
\$4.95

Frank Miller (Dark Knight Returns, Elektra Assassin) and Dave Gibbons (Watchmen, Rogue Trooper) are both united from separate sources over separate comic

ventures and



although it would be hard to judge on just one issue it looks as though Dave has performed his best ever and Frank has won.

There is no doubt that Give Me Liberty is superbly written, but the plot may definitely consist of the early Third World War stories in Crisis. This may alter as future episodes but at the current time we have to sit and beat it in order to appear fashionable.

Dave Gibbons' artwork is very good indeed far better than his work on Watchmen, and RoboCop's coloring is pleasing as similar to a typical Jen Baker comic.

Although Liberty deals with politics, it manages to do it in a way that educates more than it bores. If you want something that is a better version of what has gone before, this is your kind of thing. If not, wait until the second issue, and see if it changes radically enough.

Rik Henderson



## DICK TRACY VS THE UNDERWORLD

Fleeaway  
£1.50

Another fat film based on a comic character (and not the best by no means) was Dick Tracy and in true merchandising form there is a renaissance in Dick Tracy comics. Fleeway has got the right idea though, and has released two new Dick Tracy stories that deal with the events that lead up to the movie, as the origin of Elizabeth Mahoney, the background of Al Capone and the death of his wife's father.

And instead of copying the style of Chester Chubb (the creator of DC's Kyle Baker) has made his Dick Tracy look not unlike Warren Beatty. His artwork is fast, and very atmospheric (other examples of Kyle's work can be seen in the DC graphic novels Justice Inc.). The stories are by John Moore and they are very accurate, and great fun.

If you want a taste of Dick Tracy that is up-to-date and is accurate to the Dick portrayed by Beatty, buy this book and the other two (including the film adaptation) they're absolute mugs.

Rik Henderson



# FILM



## ROBOCOP 2 '18'

People said that RoboCop—the original picture—was overly violent, I disagreed. Nobody has condemned the latest in the stable in a critic's exploits, and I would say that it's for more gore.

This is not normally a reason for me to dislike a film,



but when eight or every minute is full of blood-spilling action then the plot and the feel of the film both become secondary. Also all of the furor contained within the original seems to have been watered down



and is scarcely represented in the sequel.

All is not doom and gloom however; the effects are especially good indeed, and the fight sequences are very well choreographed. There are lots of "raytrace" events and the dialogue seems to have been thought about a little more. Perhaps the major problem with the movie is the

direction

Paul

Verhoeven (the director of the first) preferred to stick to total

Recal and instead from

Keeshen (who has also directed The English Patient Back and Never Say Never Again, two films that rely a lot on their action sequences) takes the helm, and unfortunately in my

view

This will be a killer on video and has already made big bucks in the US, so it really doesn't matter what I say, but under the sun it's really missing much

Eric Henderson



YO  
PLAY

# BARGAIN BUCKET



## POSEIDON PLANET ELEVEN



**Hi Tec Software**  
\$2.99

With the excruciatingly poor plot backgrounds for most budget games you'd think that the greenhouse effect was down to a select few software houses that have decided to break down the score just in order to create a storyboard like software house effect room (kai). Whether this is true or not, is first honored tradition the planet Earth has died due to the greenhouse effect, according to the cover of Poseidon Planet Eleven, and the human race has expanded and settled to the next planet.

Unfortunately this is not a nice place to live, but there is an even more horrible place, just below the planet's surface. And also

unfortunately for you, you have to go there because the planet is overheating and there are eight crystals down below that will cool it down if taken to the cave.

In this arcade adventure you plot around searching for the crystals while all sorts of bugs and beasts try to gnaw away at your pants. It is vitally important to map this out but only if you can stay awake for long enough.

The attributes of the main character is very poor indeed and the graphics is general being a lot to be desired. Not even budget quality I'm afraid.

PH

SCORE  
**51**

## YOGI'S GREAT ESCAPE



**Hi Tec Software**  
\$2.99

Yep it's Yogi! Yogi Bermanette tells that evil genius yet friendly bear who along with his buddy friend Doodoo robbed many an innocent slumber of their precious bedtime? Well here back to his experts in this fun packed "Woodstock" clone based on the popular Hanna-Barbera cartoon series not the



intention and irritating Steve McQueen Boxing Day classic.

## MIKE READ'S POP QUIZ

Score  
62.00

Remember when Saturday evenings were fun? Before Bob's Coppenstone had thought about breaking and forlorn Take Over Sid thought up 1 point prizes to make you laugh, well find a when I remember good old pop quiz (and with 50s heroes such as Simon & Garfunkel, Sting, Bono and Roland Orzabal. If you're a pop trivia junkie from the 50s backward and as funny as Mike Read then this is the quiz for you!



First you choose your team from stars who each specialize in their own subjects from Pop, Rock, Rock & Roll, Country and Western, Classical and Hot Licks. Then it's battle it out (one through six rounds of questions on the above named subjects). The Joker's rounds (1st and last) ask you to pick a number to reveal the subject. Spot the Star will give you three clues or well-

known pop artists. The quizler you get at the main panel (no, not yours!) you get "Near Beats" in the form of a new round, followed by Name the Year and a Quick Fire Round. Personally I used to love the quiz (the lyrics round) which is unfortunately missed out.

There are over 1,000 questions all asked by Mikky Babes in a fascinating speech bubble which gives

you either a headache after a while. Of course, answer a question incorrectly and it's over to the other team.

I suggest its one of those fun for all the family type of talents, who I probably know more than you if they are over the age of 30. Don't be fooled into thinking it contains up to the minute facts about Jason, Koko, Adam and the like - it's more for the Duranese of this world (ask your older sister).

GG

SCORE  
68



The last thing you would want to be is to be behind bars in a jail especially if there's a "Don't Feed the Animals Policy", so you must help him to escape out of Jellystone Park before it closes.

progressing through a gem packed and mega-fun levels, avoiding obstacles such as snakes, snakes, ghosts, spiders and falling coconuts, amazingly. You have to be quick through an Ranger Smith and the tractor dog will be sure to capture you and take you to the dreaded zoo. Along the way are special bonus items to collect such as picnic baskets, hamburgers and coffee apples. For the greater game players who

want special bonuses there are 2 pieces of Rogh cat (bags of money or cowboy hats) to collect.

The game is not easy but that's what gives it that just one more go quality. It's fun to play through and definitely "smarter than the average budget game".

GG



SCORE  
85

# SPACE RIDER JET PACK CO

Hi-Tec Software  
\$2.99

Ever wondered what it would be like to float around space equipped with the latest in space suit technology but on a different planet? Space Rider Jet Pack Co. promises you this unique opportunity, but personally I believe 10 billion of the Starline Flyers equipped with the latest in CO<sub>2</sub> helmets would take you further into oblivion.

An alien land pilot for the "Space Rider" Jet pack Company you are sent to the 23rd planet (couldn't figure out the 23rd resonance) to test the latest S-R MkII Jet Pack (sounding more like electronic toothpaste dispenser than a

space suit). What then you also have to collect important and valuable minerals for use in the SF research lab (sounds a "bleat" eh? You're guessed though there are hazards, well a few. Gravity is a bit weird on Planet 23 and can send you floating

off in odd directions. You must also watch out for and blast the alien forms who guard the core structures with their blobby lives claiming the planet is their property (as far as I'm concerned, they can keep it) then there's this thing



Hi-Squad  
\$2.99

Remember R-Type? Crosswise ya do. You'd have to be a few planets short of a packet not to. But do you remember Nemesis, the game that I was essentially based on? Well, you're likely to do that as well, but if not do not despair, we'll not tell.

Nemesis was right on the first big com-put-blast-em-to-bits that offered varied weaponry for your ship if you collected coins. It was a horizontal shooter and it was a big to boot.

(Unlike R-Type, which was relatively easy to convert) Nemesis originally converted it, and due to the poor advertising campaign and the desired lack of magazine support it got out of the charts without too much as a by your leave.

This was it alone and thanks to The Hi-Squad we get another chance to sample its great graphics and gameplay. It's perhaps a little simple compared to the neobests being spat into the market today but it's worth two copies of many of them.

PH

SCORE  
87



# NEMESIS



that put you off like moving excavators and electrifying barriers. That is about it really, which is a shame as the music is really "chilling" as well as funny and spooky. The actual maze structures are really stupid and the alien forms are far from scary or original.

I'm afraid this game lacks the depth of gameplay to take you to different heights!

SCORE  
**35**

100

## Ruff and Reddy in the Space Adventure



Hi Tec Software  
£2.99

Another of Hi Tec's excursions into cartoon horizons sees one of the more obscure Hanna Barbera teams appear in an arcade adventure billed of being. Although the only one of the pair that you really ever see is Ruff (the small orange puffy cat) who must leap and feint around a planet rescuing small blue aliens or else his friend Reddy will lose the worst part of a laser pistol. There are many obstacles in his



way though, mainly involving other aliens and parts of the planetcaps. And also scattered around are bonus points in the way of objects

that you can collect. The controls are much the same as those used in any game of this type, but the graphics are the cream in this jolly big pixeling. They provide a very cartoony feel and are immensely colourful. This is not really a game for a young child due to its level of difficulty, more a games player with the same mentality. I liked it.

SCORE  
**82**

100





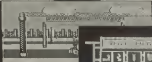
# BIKE SIMULATOR

SCORE  
45

particularly bad video: it's a screen that'd put you out of commission for days.

You fly around at high speeds (2) shooting other bikers and collecting the money that they poop out onto the road. You enter a shop at certain points and you can spend your money on other weaponry, and if there's much more to it than that, then I can't say I'm sorry that I've failed to grasp the point.

PH



simulate a high speed race across different landscapes on a rather ratty (and) spanking new home base. I say ratty because it actually simulates the background graphics of a



game looks a tad similar is that a Ghouls and Ghosts type of character? Well, yes, but Prince Clumsy is actually better than the official version, and offers slightly more in the fact that it is an usable adventure. You have to board around a thematic background and find keys in order to open a portfolio of the end of each level and you must find the fair princess on the last screen.

The most impressive thing about this is not the gameplay, although it's just about as addictive as most, but the graphics are easily the quality of many full-price games. The only thing I don't get, this is supposed to be a game orientated for kids. I'd say that it's far too hard for younger children, but is a game that should be recognized for its quality by everybody else.

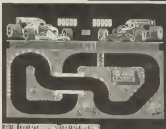
PH

SCORE  
94

# PRINCE CLUMSY

4  
QUATTRO  
SPORTSCodemasters  
£2.95

Makes sense doesn't? Four of Codemasters' best sports simulations are bundled in this excellent budget compilation, and the most impressive thing is that any of these games would still impress if they were on their own. Grand Prix Simulator is a little like Super Sprint, and for its money that was far better than its very own sequel, and was one of the highlights of the Codemasters range.



Pro Ski Simulator won countless awards and rightfully so. The controls take a while to get the hang of but once you do you realize this is fairly like a Super Sprint in 3D and on snow. The graphics are pretty neat too.

Big Snooker Simulator is probably the weakest of the bunch, and you can only play it with two players.

That said, it's better than Steve Davis Snooker and has a very silly option in the fact that you can your cut, and you must do the best much like real life.

For the grandiosity, and undoubtedly the best, game on this pack is 18XX Simulator, the one which Codemasters gave Programmer by Richard Goring himself, everything is right about it for a budget price.

A brilliant 'bargain' pack, and you'll not get better value for money apart from buying a copy of WC for £1.95 and getting 34 games on every cassette!

PH

SCORE  
98





sound, which was portrayed using the ancient Al Jolson singing Monney, kind of twanging daff/dah/Thah. Then it was a quick dash through the admission slides, and loads of kids sprouted (actors) dressed on Zorro-type strips in order to see their wacky, really MOVIE. And then, around the corner came the crowd that really emphasizes the feel of MOM!

The Hollywood set, in front of the splendid reconstructed Odeon cinema from full size, as well, is a place full of things to do, and it is here that you found the first "real" exhibit, in the shape of an actress portraying, well, Mrs. an actress who frantically tried to avoid up some interest in the Atlantic Ocean's studying the wild western set. It's really a laugh of bits, with Zorro-type stripes (classic) firmly in milk, swirled onto the scene and a woman had was arranged with the public forced to don cowboy hats, and a great few lines was read by all, even Jeffrey, although I will never know how he got his camera in THAT angle.



And from that moment there is a lot to read and refer to, do, and assure and admire, some from every angle in order to force an increase on the entire side. They're a bit like the guests outside Buckingham Palace, no matter how much you verbally prod them, they'll not stray from their roles. It is also a lot more recognizable for us that haven't been around for half a century. And once you have passed through the MOM cinema, where you can watch a whole film if you so much desire, and even seen the projection board, the TV line where

with stars of Muffin the Muff and Captain Scarlett set on show, along with a few of the TV's throughout the ages.

This is where they have an enormous video jukebox, showing pop culture from the 50s to current films. All you do is select a topic and you'll see a few red clips from one of the better movies of the genre. I predictable chosen items and we were there for hours watching clips from films like Friday the Thirteenth (I was wanting to see the brother of musician Hanky Babes, such as Friday the Thirteenth 2, 3 and 12).



It was once we had gone down the stairs that we realised that something awesome was on its way. Something so special that for a moment I thought we had found the holy grail. But no, for there before us was Kyle's Wedding Dress. As aghast as we were, what a moment for all the Neighbours fans that stood around it with blank expressions and mouths open as if worshipping a new form of god, the god of mass hysteria.

Fans were further reassured at the Neighbours exhibit where a bunch of girls (who were standing in front of Scotty - the dog) watched the same five minute clip of a November 1989 episode around three times. They've been brainwashed, anyway. Hohe and I was in great luck!

We also had a good old chuckle at JAR Carrer's ingenuity in the toilet, and it was then that the interview with Barry Foxman was a must for us aspiring magister like myself. Such classic words were uttered from myself ("what do you use your intellect for education or purely entertainment?" says I). "A, fish food", utters the object of fish that all the spectators seemed to dash with frenzied admiration to the sea. After such brilliance I didn't really want to leave myself realising the great Scotty thereby is friends too, a fine tribute of art on the box is enough for me.

And a quick look at the Science fiction display was about it. Down the stairs was the special changing wheel (or so it says in my programme) and my guess was that

it was an in-tripetal changing mode because a load of uniforms were shifting bits of wheel around. As well.

So the day came to a close and only because we stopped huge sections. If we'd have stopped and have done absolutely everything, we'd still be in there now. There is so much to see that this is one of the most entertaining museums I have ever been to. Forget costly visit routines and limit the size of the

yellow pages, convince your teacher to take the class to MOMI. And if you don't go to school for you're bunking off or something, get a parent to take you, you'll learn so much about the box in the corner of your room, or the history behind the traditional five pot. By the way if it's not somewhere to go shopping with your girlfriends, or with you might be waiting for an exciting power!

## LOCATION

MOMI is at The South Bank Centre Wembley, London SW1 6RT, and is situated between the Royal Festival Hall and the National Theatre.

## OPENING TIMES

Tue - Sat 10:00 am - 6:00 pm  
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# MOMI COMPO

These kind folks at the Museum of The Moving Image have given us a family ticket, two large posters, a sparkling new MOMI programme and a shiny badge, to give to the first entry pulled out of the film can on the 26th September (so get it to us before hand) to get the answers to the three questions below -

- 1) Who played Han Solo in Star Wars?
  - a) Harrison Ford
  - b) Alistair Pumping
  - c) Sir the Duck
- 2) Complete the following thesaurus, Mary, Mungo and ....
  - a) Pledge
  - b) Mooney
  - c) Midge
- 3) What does Hans substitute in the British Title of Teenage Mutant Hero Turtles?
  - a) Fred
  - b) Benzo
  - c) Naps

Send your entries to -  
I Want My MOMI Compo, TC, AlphaGraphics Publications Ltd, 20 Potters Lane, Rix Park, Milton Keynes, MK11 2AF.





# MEAN S\*

**O**kay. It's time to get tough. Let's face it, how many people do you know that are called Ted Murphy? If I were called Ted Murphy from 10 become a private detective—just for the advantage of not having to introduce myself to so many people. However, in Mean Streets you don't have any option—you're stuck with the name. Oh well, just avoid everyone and pretend to be working.

Never mind the name. Your noncommittal difficulties will be forgotten when the first paycheck comes through the post. After all, you have been hired to perform a major investigation involving a Professor, his daughter, a post-mortem and a hitman from Detroit. Sounds interesting doesn't it. There is however a snag, in the form of extreme danger to life at the hands of the hitman's gang and some very hot pieces of lead in the form of bullets.

The game is set in the future, 2000 to be precise, which is why your car can fly as well as having an e-mail fax and computer system. There's even a car phone. All that's missing from your pupae image is a straggly shirt, braces and a double-camouflaged surname. All of your investigating is conducted from the car, which is a very useful piece of



Car, doesn't he look glad? Oh I see why. He's an accountant, that explains it all.

other bustling equipment! Indeed there are many different locations available to visit, and the game is set over a map of the West coast of America.

Professor Linky has apparently committed suicide—but his daughter Sylvie refuses to believe the police's decision and so has hired you to find

out the truth. The Prof was in neurosurgery at San Francisco University, but left to work on a secret project. Three weeks later, he was found after jumping off the Golden Gate bridge, with a witness to the incident to boot. Your task is to use all of your investigative skills to suss out the truth and so convict his murderers.

As is usual with investigation games, you start off with a minimum of information, and then locations are revealed to you. These locations are given in the form of coordinates to input into your navigation computer. The car then homes in on the location and you can either fly it manually or use the autopilot to





# STREETS

reach your destination. Once you arrive at the location you can check out the building. There are different types of building: private rooms, laboratories and warehouses. These

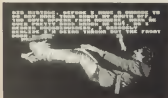
may be inhabited by showgirls, the bad guys or just deserted.

If the place is empty then you can search for items, clues or information to aid your investigation. If there is

someone of some then you can ask them questions to glean information. However, if the gang have taken over a location then you'll have to fight your way in. They will no doubt be



Dreaming along in my gaudy hyper-heaven lounge and it still doesn't look any less real.



like it with elaborate guns, but you can only get a pistol. The shooting sequence is an arcade game sequence. The badies shoot streams of bullets at you. You can duck behind objects and run forward, shooting at them and avoiding the flying lead. It's a toughie mess for good arcade players and this might put off hardened strategists. I would have liked to see an option to skip this section of the game but no doubt the programmers thought it necessary.

The game is nicely playable and has some great graphics, with an unusual mix of flight simulation type, 3D and side-on wire-arcade modes. Shots and O&D are good, with nice use of colour and sound effects. Mean Streets is a nice product with bags of terrific talent and good presentation. One to look out for later this year.

## DIE HARD



**ACTIVISION -**  
**ES-99 Tape,**  
**E14.99 Disk**

Bruce is here with the prequel to his sequel. Ask, doesn't here his balding patch but the patch is getting there.

**H.** M Government health warning: playing this game may seriously damage your health! Yes, a chance to become Bruce Willis for the day and take on the evil Hans Gruber. Can you thwart his attempt to get rich with easy cash, kill a few innocent bystanders, and destroy a tower block?

Will he take the better of his intentions may please Prince Charles the gift he will go down well with anyone. Especially if you happen to be a balding film star whose wife is one of the hostages! Not even Bruce Willis could afford the \$200 million that Gruber plans to rob. But Gruber isn't motivated with the power of Love (or Eyelashes) and you decide that enough is enough, and that you'd rather have the wife back (because she doesn't have a life



chances of (a) your eventual escape in one piece and (b) the realising of

Oh, one more. That hurt you did. The game's full on mystery!

you if notice lots of similarity to being off or be targeted off by. It's therefore a good idea to get acquainted with fighting rather fast or you won't be saving anything, let alone your wife, again. Remember that you manage to knock off a nasty or two you can search them to find objects that will aid you, such as weapons, ammo or whatever. Maps of the various areas can be accessed to aid your navigation. The lifts are not operational, however life isn't that bad, as you can play Tarzan with the fire hoist to gain access to new levels.

## Fax

## Bald Git

The film of the game turned Bruce Willis overnight from a fat bald person the wrong side of thirty-five into a fat bald film star the wrong side of thirty-five. It also made a lot of money, though just how much money I'm not going to tell you.

## insurance policy

Anyone who's ever seen the film will no doubt recognise the plot. But as to the game itself. The tower block happens to be one of those moneyingly large places that cleaners get lost in and British tourists go to for their holidays. As Bruce you have to hunt down Gruber's gang one by one. This involves the odds stacked against you and increasing the

your wife, also it isn't great. But from one office use one of the many readily available weapons to dispatch the bad guys, or do a bit of the old one-two and punt them to death. This makes for an awful lot of controllable action from the joystick but then who said that a hard life is an easy one?

The game is viewed from the side. As you frog around the screen

## scorebox

	7		7
	5		5

overall

71



You have only 16 entry times of game time to rescue your wife. As well as all of your other problems, there is Killer Karl to be reckoned with. As is the law, this ultimately evil technician hates your guts (after you killed his brother) and now he wants you dead. Survive his efforts and you can have a drink of Mars brandy. He is holding your wife hostage and you have to shoot him without hitting her. Not easy even for an ex-killmaster.

The graphics are nicely done and very atmospheric. Sound is really functional. Though useful at times you could probably do without it. Die Hard is a big game. The long term challenge exists only as a quest for high scores though, and once completed a couple of times I couldn't see it holding too much lasting interest.

Where did you get those apples? Put them down this instant you disgusting pig swine.



Bruce's postures, bigger than the hair on his head, but that's not saying much.



# BLOODWYCH



**IMADE WORKS**  
- \$9.99 Tapes,  
\$14.99 Disk

**Death walks  
tonight, well**

Ash, don't worry. If you want a job done properly you'd probably need a bigger sword.

**L**egends tell of a certain breed of great adventures, the order of the Bloodwyche. These great heroes would take on all comers and defeat all foes in the pursuit of their quests. Now they have to be called upon again to rescue the land of Treasery. The problem is this. There was a member of the Bloodwyche called Zerkon. He was wise and powerful, yet his greed and ambition were his downfall and he became evil, finally destroying the land's greatest dragon. You have to take four adventures through the deadly monster-infested maze of Treasery and defeat Zerkon.

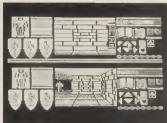
To perform this task you have to guide your adventures through the mazes and traps of the castle, find the four crystals of strength and use them to destroy the evil tyrant. This is not going to be easy because, as a mind of evil genius (not to mention the

programmer) has designed the ultimate in evil mazes. Just to make the place even more of a scary atmosphere the place has been populated with mutated imbeciles, barons and creations of the blackest magic. These demons will test your abilities to their full extent as you strive for everlasting light and goodness.

You start the game with only two party members. You have to find the other sixteen members of the Bloodwyche and choose two more to



Big scary monster to meet!



Darkness! Two way fan.

## Fax

### Fuzzball

Captain Cowerman was in fact not a Captain at all, being afraid of water, yet he is reputedly one of the fairest persons in history. Adrian Pumphrey beats him for hairy appeal but has not had a cartoon series based on him.

give you the best fighting chance against Zerkon. There are four types of party member. Each is represented by a suite in cards, 1 = hearts, diamonds, clubs and spades. The spades are fighters, strong in combat but weak in the grey matter department. Basically these brutes hit anything that answers them back, or even things that don't actually move or speak.

Clubs represent the mages, who are skilled in the use of magic and



It takes the purpose check in the leather and that'll have the character.

can be very easily. With practice, however, you can get over the worst of the difficulties. The problems really are with speed because you have to select the power of the spell as well as its name which can take all too long when you're about to become a dragon's lunch.

Various magical items will be encountered along the way which will aid you in your quest. Powerful weapons and armour, acids, rage and words of power are just a few of the things you can expect to find. After a few hours your characters can start looking like *Archie Schwarzenegger on steroids*. As you progress and successfully perform actions and make talk, your ratings increase and you become even more powerful. Unfortunately the monsters also increase in might and cunning.

*Blackthorn* could have been a really nice game, however its fiddliness makes it annoying to play

spellcasting and also double as clerics for when the party gets injured. They are well versed in all kinds of attacks, and whenever a magical problem arises up they can be reasonably expected to sort it out. The healers are adventures, all-round heroes who can become advanced in all skills but never become master of one in particular. Finally the clerics are scholars or wizards who are strong and skilled in accuracy and quick death. But the person you'd most want working behind the counter of a tavern!

The characters can be viewed on screen. This brings up a list of their stats in graphical form as well as their vital statistics and amount class etc. The mages have a spell book that can be viewed and spells selected. The game is a joystick driven using icons. In other words you don't need to type in any of the commands whilst adventuring. Spells are selected straight from the pages of the book and cast at a press of the fire button.

You can dismiss characters from the party, reprimand them when things go wrong. Dismissed monsters can be resummoned if necessary and the whole party can rest to regain speed and hit points. The movement is also user driven which I felt was a mistake, as it is too easy to make a wrong turn by mistaking an the rather small icons. As you explore you are bound to come across a monster or two. Most people are unlikely to be fortunate in such circumstances and will no doubt die straight in to the fray.

Combat is a combination of clear thinking, preparation and good reflexes. What you don't have to



What a nice girl before me. Does it come? Yeah, but yeah it anyway



Can, doesn't it give you the willow?

fight in real time you do have to make the commands for the characters to obey. This means selecting spells and instructing them to fight in real time and a mistake

and of times as frustratingly difficult to control that you'll probably give up. A nice try but it isn't for everyone's idea of their favourite genre ever.

skorebox

	7		7
	4		6

overall 71

# THE PURPLE PUZZLE PAGE



I'm purple, scaly  
and smell like fish,  
My mates all eat up  
on a dish,  
With a twist of  
lemon and a dash of  
egg,  
But I'm alright with  
my puzzle page.  
And dat's a rap!

1. If a plane crashes on the borderline of Spain and France, in which country are the survivors buried?
2. What's at the top of Moleen's Column?
3. Can you find three rabbits in the picture below?



4. What  $2,000 \times 52 + 98 + 8,798 \times 487$
5. Which one, out of the pictures below, is the odd one out?



6. What do you get if you cross a hare with a mouse?



If you have some puzzles or jokes or raps or anything that you'd like the Great Purple Fishlord of Gear to use, send them in to the usual address and you could win a crispy fish.

1. Bananas (with) buried, stopped. 2. Red pig
3. On burger, my calculator's dead
4. 2, all the rest are rabbits dressed in their green dress
5. The Animal Kingdom (with) rabbits (with) your (with) nose

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